

In the Claims

The following Listing of Claims replaces all prior versions in the application:

LISTING OF CLAIMS

1. (Currently amended) A method, comprising:
receiving an input signal sent from ~~an originator~~ a calling or sending party having a haptic code therein;
extracting the haptic code from the input signal, the haptic code being associated with a haptic logo which distinctly corresponds to the ~~originator~~ calling or sending party; and
providing a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo, wherein the haptic effect identifies the ~~originator~~ calling or sending party of the input signal.
2. (Original) The method of claim 1 wherein the haptic logo is associated with a status event.
3. (Original) The method of claim 2 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.
4. (Original) The method of claim 1 wherein the haptic effect is output to a handheld communication device.
- 5-7. (Canceled)
8. (Currently amended) A computer-readable storage medium on which is encoded program code to be executed by a processor, said program code comprising:
program code for receiving an input signal, wherein the input signal is sent from ~~an originator~~ a calling or sending party and having a haptic code therein;

program code for extracting the haptic code from the input signal, the haptic code being associated with a haptic logo distinctly corresponding to the calling or sending party~~originator~~; and

program code for providing a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo, wherein the haptic effect identifies the calling or sending party~~originator~~ of the input signal.

9. (Original) The computer-readable medium of claim 8 wherein the haptic logo is associated with a status event.

10. (Original) The computer-readable medium of claim 9 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

11. (Original) The computer-readable medium of claim 8 wherein the haptic effect is output to a handheld communication device.

12-16. (Canceled)

17. (Currently amended) An apparatus, comprising:

a processor;

an actuator in communication with the processor; and

a memory in communication with the processor, the memory storing program code executable by the processor, including:

program code for receiving an input signal, wherein the input signal is sent from an calling or sending party~~originator~~ and having a haptic code therein;

program code for extracting the haptic code from the input signal, the haptic code being associated with a haptic logo distinctly corresponding to the calling or sending party~~originator~~; and

program code for providing a control signal to the actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo, wherein the haptic effect identifies the calling or sending party ~~originator~~ of the input signal.

18. (Original) The apparatus of claim 17 wherein the actuator is coupled to a handheld communication device.
19. (Original) The apparatus of claim 18 wherein the handheld communication device includes one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.
20. (Original) The apparatus of claim 17 wherein the haptic logo is associated with a status event.
21. (Original) The apparatus of claim 20 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.
22. (Original) The apparatus of claim 17 wherein the memory further stores a haptic lookup table associating a plurality of haptic codes each with a control signal.
23. (Original) The apparatus of claim 22 wherein the memory further stores program code to download the haptic lookup table from a remote source.
- 24-28. (Canceled)
29. (Currently amended) A mobile device comprising:
means for receiving an input signal sent from an calling or sending party ~~originator~~;

means for extracting a haptic code from the input signal, the haptic code being associated with a haptic logo which only distinctly corresponds to the calling or sending party originator; and
means for outputting a haptic effect associated with the haptic logo, wherein the haptic effect identifies the calling or sending party originator of the input signal.

30. (Currently amended) A method, comprising:
transmitting an input signal from an calling or sending party originator via a first communication device;
receiving the signal at a second communication device; and
extracting a haptic code from the input signal at the second communication device, the haptic code being associated with a haptic logo only distinctly corresponding to the calling or sending party originator, wherein the an actuator of the second communication device outputs a haptic effect associated with the haptic logo, wherein the haptic effect identifies the calling or sending party originator of the input signal.